```
+ axis
       axis
+ axis_joy

    axis inverse

+ hatswitch
+ hatswitch margin
+ hatswitch_axis
+ hatswitch joystick
# variables
# bindinas
# colors
# map variables
# map colors
# hs value index
+ VegaConfig()
+ ~VegaConfig()
+ getColor()
+ getColor()
+ gethColor()
+ getColor()
+ getVariable()
+ getVariable()
+ findSection()
+ findEntry()
+ setVariable()
+ setVariable()
+ setVariable()
+ Variables()
+ bindKeys()
# getVariable()
# checkConfig()
# doVariables()
# checkSection()
# checkVar()
# doSection()
# doVar()
# doColors()
# checkColor()
# doBindings()
# checkBind()
# doAxis()
# checkHatswitch()
 GameVegaConfig
 GameVegaConfig()
```

VegaConfig